

Potential. That's what Gunz has lots and lots of potential. This fabulous game is still in International beta and therefore many things are likely to change before this game is declared "finished". The game is already great heaps of fun, the only problem I have with it is server reliability which is promised to change as time passes.

Gunz is considered by many including myself as one of the best FREE mmogs around. A MMOG is a massively multiplayer online game. This basically means it's a large multi player experience shared with many others scattered around the globe.

Graphics wise Gunz is very pleasing considering the small file size and lack of cost. You can see to the right exactly what I mean. The menus are easy enough to navigate and the players HUD is very simple.

This game like most MMOGs has a level system however unlike most MMOG's this game makes everything much fairer by splitting the players into channels. Low level characters square off against fellow new people in channels for people new to the game. The more experienced gamers are placed in a separate channel. This level organization is a very good idea in my opinion as there are always a few people who try to take advantage of new players. If you do in fact want to face off against somebody outside your level bracket this is very possible, simply move to one of three 'Free Channels' which allow players of any level enter.

The game play itself is unique. Most MMOG's have rather tedious game play kill, steal and repeat. Gunz however is much less like fellow games in its genre when it comes to game play. You log in to the client, find a channel and then a server. Servers contain a maximum of 16 players and can run varying game modes Deathmatch & Gladiator (Melee Weapons Only) seem to be most popular. Basically you're given your Gun & Sword and must find and fight any hostiles. Each kill is worth a set amount of experience points (XP) depending on the opposing player's level. Your goal is to earn XP so you can gain levels and "bounty" (the in-game currency). As you gain more bounty you can buy better guns, armour etc. Combat is very engaging. Everything is done with the click and movement of a mouse. Simple. Left click attacks/shoots. Shift blocks if you are using your melee weapon. What makes combat so fun is the slick animations and the ability to dive around your screen dodging bullets, you have the ability to "charge" at enemies as well as run up walls and flip around. Your fighter is very aerobic; this is what in my opinion makes such a fun and engaging experience.

One of Gunz major let downs is the poor server reliability. The fully released Korean version does not suffer from such problems and I am hoping that MAIET entertainment will be able to solve the problems they are having currently. Basically, there are 4 servers and more often than not there full up. If there not all packed with players then it's likely due to the fact that the servers are down for maintenance. The problem is a simple one that requires a simple fix and hopefully we will be getting this soon.

Game Rating: 3.5

System Requirements:

Minimum Requirements

OS: Windows 98.Windows XP, Windows 2000

DirectX: DirectX 9.0c Or Above

CPU: Pentium III 500 Mhz

Memory: 256 MB

Graphic Card: Direct3D 9.0 Compatible (Riva TNT)

Sound Card: Direct3DSound Compatible

Mouse: Windows Compatible (Wheel Mouse Recommended)

Recommended Requirements:

OS: Windows 98.Windows XP, Windows 2000

DirectX: DirectX 9.0c Or Above

CPU: Pentium III 800 Mhz or faster

Memory: 512 MB or above

Graphics Card: GeForce 4 MX or faster

Sound Card: Direct3DSound Compatible

Mouse: Windows Compatible (Wheel Mouse Recommended)

Official Game URL: [www.gunzonline.com](http://www.gunzonline.com)

Download Link:

[http://maietweb.nefficient.com/maiet/GunzInternational\\_20050706.exe](http://maietweb.nefficient.com/maiet/GunzInternational_20050706.exe)

Questionable Content:

Violent Game that revolves around sword and gun battles however it is not a very gory game and there isn't any blood.

Multiplayer:

Multiplayer only.  
(MMOG)